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Game:	TANNHÄUSER (FFG Rules)	v3 Feb 2011
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.		

TANNHÄUSER

REVISED EDITION

Game Modes

Game modes require a **Setup Roll**. Each player rolls a die and adds any equipment, Initiative (or other) modifiers. The low roller may spend a **Command Point (CP)** to re-roll once. The high roller acts first during setup, and wins the first turn's Initiative Roll.

Rush-and-Go Variant (any mode): If a board has 4 entry points, both players may, in the same order, choose an additional entry point.

Story

All instructions vary depending on the scenario.

Deathmatch

Victory Conditions: A player wins when none of his opponents remain on the board.

Setup: Each player gets 2 CPs. Shuffle all crate tokens depicting CPs or equipment and randomly place one on each Action circle and Objective circle, crate side up.

Capture the Flag

Victory Conditions: a player wins immediately when he has planted 2 of his opponent's flag tokens.

Setup: Each player gets 2 CPs. Shuffle all crate tokens depicting equipment and randomly place one on each Action circle, crate side up.

The Setup Roll winner places one of his own flag tokens on any Objective circle. The loser places one of his own flag tokens on any remaining Objective circle. Continue alternating the placement of flag tokens until each player has placed 3 (one token per Objective circle). Return unused flag tokens unseen to the box.

Special Rules: A character in a circle adjacent to a flag token may spend an action to **acquire** it, as long as there is no enemy also adjacent to the flag.

Flags are disposable equipment; however any number of them may be carried, and they do not require an empty slot. A character may never manipulate his own side's flags. An eliminated character drops all flags and disposable equipment in his current circle.

To **plant** an enemy flag a character with a flag must spend an action on a circle adjacent to one of his own side's entry points. It does not matter if an enemy is also adjacent. Only one flag can be planted per action spent, but any number of flags may be planted in the same location.

Domination

Victory Conditions: A player wins immediately when all 4 of the flag tokens from his supply are on the board.

Setup: Each player gets 3 CPs. Shuffle all crate tokens depicting CPs or equipment and randomly place one on each Action circle, crate side up.

Each player takes 4 of his own flag tokens and places them in a **supply**.

Special Rules: A character may spend an action to place a flag from his supply on an adjacent Objective circle, as long as there is no enemy also adjacent to the circle. The circle must be empty or contain one of his enemy's flag tokens. Any enemy flag token already on the circle is returned to its owner.

King of the Hill

Victory Conditions: After 10 turns, the player with the most points is the winner. A team that eliminates the opposing team does not win. In a tie, the side with most living characters wins.

Setup: Each player gets 3 CPs. No crate tokens.

Each player takes one unused equipment token for each of his characters, and randomly draws these tokens one at a time to establish his side's **chain of command**. Once all tokens have been drawn, stack them with the first leader on top and the others in descending order (and hidden from your opponent).

Special Rules: Only the **current leader** of a side (token at the top of the stack) can score points.

Neither side may score points during the first game turn, but beginning in the second game turn, a side's current leader may stand adjacent to an Objective circle, Action circle, or the opponent's entry point and spend an action to **activate** that location.

Activating an Objective circle is worth 1 point, activating an Action circle is worth 2 points, and activating the opponent's entry point is worth 5 points.

A character's activation and movement ends immediately upon activating a location.

Each player may only activate each given Objective circle, Action circle, or opposing entry point on the board once during the game. Track this by placing a facedown objective token corresponding to the character's faction at that location. Both players can activate each given Objective circle and Action circle on the board.

When a character dies, his token is removed from his side's chain of command stack. If a current leader dies, that side's new leader is revealed.

A player who brings in a reinforcement places an unused token for that character at the bottom of his side's stack.

Objective

Victory Conditions: A player wins when he completes his fourth objective.

Token Setup: Each player gets 3 CPs. Shuffle all crate tokens depicting CPs or equipment and randomly place one on each Action circle, crate side up.

Each player takes 4 of his own flag tokens and places them in a **supply**.

Each player takes all of his side's **Objective tokens**. Starting with the Setup Roll winner, take turns placing a token facedown on an Objective circle with a matching skill icon. On primary objective tokens, the *larger* icon must match the skill icon. Primary (gold) tokens must be placed on primary Objective circles, and Secondary (silver) tokens on secondary Objective circles. Continue placing tokens until all Objective circles have tokens on them.

Special Rules: Players **accomplish** objectives in 2 halves. A character adjacent to an Objective token may flip it faceup without using an action.

When a character completes an objective's **first half**, place an unused equipment token (that character's illustration faceup) next to the Objective circle to record that it is halfway completed for that side.

When a character completes an objective's **second half** (only once that side has already completed its first half), replace the 'halfway' token with one of your flag tokens. That objective is now accomplished for that side.

To attempt to complete either half of an objective, a character must stand adjacent to the Objective circle and spend an action.

Primary Objective If the character has a skill matching the skill icon in the objective token's *larger* circle, he completes both halves of in a single action if the token belongs to his side, or half of the objective (first or second half, depending on whether the first half is already completed) if the token belongs to his opponent.

If the character only has a skill that matches the skill icon in the *smaller* circle, he completes half of the objective, regardless of which side that objective token belongs to.

Secondary Objective If the character has a skill matching the objective token's skill icon, he completes both halves of the objective in a single action if the token belongs to his side. If the token belongs to his opponent, he can only complete half with a single action.

For either a primary or secondary objective, if the character does not have a skill that matches any of the token's icons, roll a die and score 6 or higher to complete either half of the objective (no matter which player placed that token). If unsuccessful, that action is spent with no progress.

A player may not accomplish the same objective more than once, but a player may accomplish an objective that his opponent has already accomplished, and both players may be simultaneously 'halfway' accomplished with the same objective.

Challenge Tokens

Single figure pack characters can take on personal **challenges** when they're deployed in play.

There are 4 types: **combat**, **physical**, **mental**, and **special**. During setup, when a player selects a character who has challenges, choose one of his challenge tokens at random, revealing it to his opponent and leaving it his character sheet. It does not take up an equipment slot.

During the game, if the character carries out that challenge, the token is discarded and the player receives 3 CPs.

3-8 Player Rules

When playing with multiple players, use normal teams and assign an equal number of characters to each person on a side.

If multiple people wish to control the same character, roll a die; the higher roller controls the character they choose.

Once the game begins, each player retains control of the same characters.

Each side nominates a player to act as the **general** to roll all Initiative rolls, and make all rolls that affect the entire side. CPs may be spent by any player on a side.

Campaigns

If playing a campaign, the following rules apply in addition to the rules for **story mode**:

Each player chooses a faction and the heroes and troopers he wishes to use at the start of the campaign. These selections may not be changed during the campaign.

At the beginning of each new scenario, each character is brought back to full health (even if he had previously been killed).

Each scenario has a section labeled *Campaign Conditions*. At the end of the scenario, this section is resolved for the side who fulfilled his victory condition.

Any equipment expended during a scenario is not refreshed at the start of the next scenario. Characters may not choose a new pack at the start of a new scenario.

TANNHAUSER

REVISED EDITION

Setup

1. Choose a **Mode of Play** and set up tokens as specified by that mode.
 2. Choose **Factions** The Union, Reich, Matriarchy, or Shōgunate.
 3. Choose **Map**
 4. Choose **Characters** Each player chooses **5 characters** (3 heroes and 2 troopers) from the same faction, secretly and simultaneously, and takes the appropriate miniatures.
- The same hero may not be chosen more than once, by any player.

Mercenary units may be chosen by any faction; if both players choose the same mercenary, roll a die; the highest roller keeps him. **Faction loyal** mercenaries will not work against their home faction.

Place a **Health Indicator** token on each character's sheet, pointing at the top row of characteristics.

5. **Equip Characters** with one **equipment pack** each. Place the corresponding tokens facedown on the character sheet in the equipment slots. Flip the tokens faceup once all packs have been chosen.

6. **Equip Team with up to 3 Bonus Tokens**
Each *replaces* one of a character's equipment tokens.

A character may have only one. If both players choose the same token, roll a die; the highest roller gets it.

7. **Select Entry Points** Players each roll a die; the highest roller chooses his first turn **entry point**, and will activate a character first in the opening turn.

His opponent then chooses his entry point.

8. Mode-Specific Setup Steps

Allied Forces

There are 4 playable factions: **The Union, Reich, Matriarchy, and Shōgunate**. All characters belong to a faction.

The Matriarchy is allied with the Union, and the Shōgunate is allied with the Reich. Players may use Matriarchy characters with Union characters or Shōgunate characters with Reich characters when choosing teams.

A player with an allied force of Reich and Shōgunate characters may choose any mix of Reich or Shōgunate heroes and troopers. The force is a **Nippon Accords** force.

A player with an allied force of Union and Matriarchy character may choose any mix of Union or Matriarchy heroes and troopers. The force is a **UMTOMA** force.

If a faction is ever playing against its allied faction, players may never use multiples of a single given hero.

If both players want to choose the same hero, each rolls a die, with the high roller choosing first and the low roller choosing from among those heroes remaining.

Game Sequence

A game is made up of **turns**. Each player completes an entire step before either player moves on to the next.

1. Refresh Tokens

Ignore this step on the first turn. Both players refresh their CPs to the number specified by the game mode. Unused CPs from the previous turn are always lost.

Tokens used to mark the previous round's character activations are removed from all character sheets.

Remove the **overwatch** tokens from any characters that did not make overwatch attacks. Remove the top **Smoke** token from each Smoke token stack.

2. Roll Initiative

Each player rolls a die and adds any applicable bonuses (multiple bonuses are cumulative).

The lowest roller may spend 1 CP to re-roll his die. After this option, the player whose modified Initiative Roll is highest has initiative for the turn.

On a tie, both players re-roll (no CPs may be spent).

In the first game turn, the results of the Setup Roll also serve as the results of the Initiative Roll.

3. Set Overwatch

Starting with the player who does not have initiative, players take turns choosing one of their characters and placing him on **overwatch** for a cost of 1 CP (place an unused objective token under the miniature).

A character on overwatch does not receive an activation during this turn.

A player is not required to place any of his characters on overwatch. The maximum number of characters he can place on overwatch is limited only by his CP.

When both players decline *in sequence* to place a character on overwatch, this step ends.

4. Activate Characters

Players alternate **activating** their characters, starting with the player with initiative. If one player runs out of characters to activate, his opponent activates the rest of his characters one after the other.

When his turn to activate a character comes, a player may choose to activate any character on his side who has not been activated yet and is not on overwatch.

An activated character can **move** and take one **action**. He performs one of the following:

- Move and then act.
- Act and then move.
- Move, then act, then move some more.
- Move without taking an action.
- Act without moving.

Characters not yet in play must begin their activation by moving onto one of their entry points, and cannot carry out actions before entering the board. All characters must enter the board on the first turn.

When a player finishes activating a character, place an unused objective token facedown on his sheet to indicate that he may not be activated again in the current turn.

When all characters have been activated, or are on overwatch, the turn ends.

Characters

Each character's characteristics and skills are detailed on their **character sheet**. There are two types of characters: **heroes** (4 health rows) and **troopers** (3 health rows).

Each character has 4 characteristics: **Combat, Stamina, Mental, and Movement**.

Every character has several rows of characteristic values. The top row is the set of values that character uses when fresh; successively lower rows are used as health degrades.

During play, the health indicator token is rotated so the mark points to the **current row** in effect for that character; indicating his **current values**.

When a rule calls for a character to use his **best row**, he uses the value for the given characteristic from his top row (even if it is not his best).

When a rule calls for a character to use his **best value**, he uses the value for the given characteristic from whichever row contains the highest value.

Abilities that call for a character's worst row or worst value work the same way, calling for the character's bottom row or lowest value, respectively.

A character with a null characteristic cannot make tests or participate in duels based on that characteristic and is not affected by effects that would cause such tests or duels.

The **skill icons** on a character's sheet indicate which skills he has. Most skills are useful solely in accomplishing objectives in objective modes, but some convey particular capabilities and are required to use certain equipment.

Each character is affiliated with one or more **units**, as indicated by **affiliation symbols**.

Equipment

All equipment tokens have a **front** (the equipment illustration) and a **back** (generally identifying which faction or character it belongs to).

Each character has several **equipment slots**, each of which can accommodate one equipment token (that token is *in his inventory*). He cannot have more tokens in his inventory than he has equipment slots.

An **equipment pack** is a collection of equipment tokens that a player may choose for that character during setup; generally consisting of 3 equipment tokens plus the character's **special object**. Every character begins the game with one special object in an equipment slot.

Disposable equipment tokens have a yellow-and-black border. Only disposable equipment can be dropped on the board or handed off between characters.

Traits identify some items of equipment as belonging to classes of similar equipment. When there is a reference to multiple traits, this refers to an equipment token with *all* of the referenced traits.

Note that **Smoke Grenade** is a single trait, discrete from the **Grenade** trait.

A token's traits are always the first word(s) listed in its text, separated by a bullet (•).

First Aid Kit: As an action, discard to dial up yours or an adjacent character's health indicator token up to 2 rows.

Extra Ammunition: Discard at any time during your activation to make an attack (no action required).

Paths and Movement

Each **path** is a series of colored **movement circles**. Generally, characters occupying circles on the same path can see and attack each other, and those not sharing a path cannot. Characters on circles with the colors of several paths are simultaneously on all of the corresponding paths.

Circles are **adjacent** to one or more other circles. Generally, circles separated by walls are not adjacent, while those separated by doors usually are adjacent. Circles on different paths can be adjacent.

Action circles and **Objective circles** are *never* part of a path and characters cannot stand on them.

Entry points belong to paths and indicate where characters from the side that owns them can be brought on board.

While a character stands on a **Combat, Mental, or Stamina modifier circle** he receives a bonus (green) or penalty (red) to the corresponding stat equal to the number of icons.

Rubble tokens replace modifier circles where placed.

Moving

An active character receives a number of **Movement Points** (MPs) equal to his Movement value. Each MP allows that character to move from his current movement circle to an adjacent circle.

A character may not enter a circle occupied by an enemy, but may move through (but may not end its activation in, or stop to act in) a circle occupied by a friendly miniature.



A moving character entering a **movement modifier circle** must pay a modified MP cost on entry. Red icons cost extra MPs equal to the number of icons. Green icons give back MPs equal to the number of icons.

Bull Rush

A moving character may try to move through a circle occupied by an enemy with a **bull rush** from an adjacent movement circle. This may be attempted once per activation and does not use an action.

Both characters engage in a **Stamina duel**. If the moving character wins, he may move through the target circle as if it were unoccupied. If he loses, he may not enter the circle, and the enemy character may immediately make a **free** melee attack against him before his activation continues.

A bull rushing character cannot stop to act, or end his activation, in the target circle, and may not attempt a bull rush if there are no clear circles beyond the target, or he does not have enough MPs to reach one.

Sighting

A character who can see another character is said to have **line of sight** (LOS) to that character. LOS is always reciprocal. Two characters who share a path can usually always see each other (neither friendly nor enemy characters block LOS).

Hand to Hand attacks may target a character on the other side of a door, regardless of LOS, however the target must still be in an adjacent circle.

Out-of-Path Ranges

Some equipment allows characters to attack non-adjacent characters on a different path. Such attacks may be limited by a range measured in movement circles (*x out-of-path circles*), measured in the same way as movement and by the shortest possible route. Penalties from movement modifier circles do not increase this range, and such ranges are not blocked by other characters.

Action

A character may perform **one** action before, after, or in the middle of moving. Common actions include:

Attack Attempt to wound an enemy character.

Throw a Grenade Throw equipment with the Grenade and Smoke Grenade traits.

Pick Up Equipment Pick up or drop any equipment tokens from his or an adjacent circle to his inventory and vice versa. By the end of this action, the character may not be carrying more equipment tokens than he has equipment slots on his character sheet.

Pass Equipment Take one or more equipment tokens from his inventory and place them in the inventory of a friendly character in an adjacent circle. If the receiver does not have enough open slots to receive these tokens, he may give equipment to the active character, or drop any number of tokens into the circle he occupies. The character may never have more equipment tokens than equipment slots.

Use Equipment Each piece of equipment that requires an action to use describes the requirements and effects of the action(s) necessary.



Search a Crate Secretly examine an adjacent crate's contents (shown on the token's face). Then either return the token to the board, facedown, or if the crate contains equipment, place the token in the character's inventory. If he lacks an empty slot, he may drop an item in the circle he's standing in, without any additional action cost, to make room. Any CPs in the crate increase your side's available CPs accordingly.



Activate an Action Circle An adjacent character can activate the circle (even if it contains a crate token) to do special things dictated by the scenario.

Tests and Duels

Tests occur when a character is acting without opposition from another character.

The **dice pool** is the number of dice to be rolled (the default is **4 dice**).

The **difficulty** is **10 minus the specified characteristic**.

Roll dice: each result that equals or exceeds the difficulty is a **success**. At least one means the test is successful.

Duels occur when another character directly opposes the acting character.

The **attacker** (who initiated the duel) and the **defender** each have their own dice pool and difficulty.

Roll dice: each of the defender's successes cancels one of the attacker's successes. To win the duel, the attacker must have at least one success left. If he does not, the defender wins.

Bonuses, Penalties and Natural Rolls

Bonuses and penalties can affect the size of a dice pool (eg. 'one additional die') or the results of individual dice (eg. '+1 bonus').

A **Natural 10 roll (before bonuses and penalties) is always a success**.

A **Natural 1 roll (before bonuses and penalties) is never a success**.

Combat

1. Declare Weapon and Target

After announcing an **attack** action, the attacker chooses a weapon (an equipment token with the *Weapon* trait) from his inventory. If he does not have one, or chooses to, he may make an **unarmed** attack.

Choose a target character either sharing a path or on an adjacent circle (special rules or equipment may modify these requirements).

To choose a non-adjacent target, the weapon used must also have one of the following traits: **Pistol**, **Automatic**, or **Mental**. This is a **ranged attack**.

There is no equipment requirement to choose an adjacent target. An attack made with a weapon with the **Hand-to-Hand** trait, or an unarmed attack, is a **melee attack**.

2. Attack Roll

The attacker makes an **attack roll** depending on its non-Weapon trait.

The **difficulty is equal to 10 minus the character's current Combat value**.

Weapon Trait	Dice Pool
No Weapon	2 dice
Hand-to-Hand	4 dice
Pistol	4 dice
Mental	4 dice
Automatic	5 dice

If no successes are rolled, the attack ends unsuccessfully.

3. Shock Roll

If the attacker rolls least one success, the defender must perform a **shock roll**. The dice pool is always **4 dice** and is a Stamina test, so the difficulty is 10 minus the character's current Stamina value.

4. Deal Wounds

Each attack roll success not cancelled by a shock roll success is one **wound**.

Automatic Successes and Wounds

An **automatic attack success** is like a regular attack roll success; a shock roll is made as normal. No attack roll is required, and they combine with normal attack roll successes when they are the result of an attack.

An **automatic wound** is applied directly to a character, with no shock roll allowed.

Unless damage specifies it inflicts automatic wounds, a target may always make a shock roll.

Grenades

Equipment with the trait *Grenade* or *Smoke Grenade* is thrown using the **throw a grenade** action. Remove the token from inventory when the grenade is thrown.

Choose a **target circle** within a range of 5 circles (not counting the thrower's circle). All circles through which the range is measured (except the last) *must* share a path with the throwing character.

A grenade or smoke grenade can be thrown into a character's own circle, any occupied circle, or any open movement circle, but not through a wall.

A **grenade** deals 4 automatic attack successes to a character on the target circle and any adjacent character. Shock rolls may be made.

After resolving any damage, place a **rubble token** in the targeted circle.

Throwing a grenade does not constitute an **attack** as it is the **throw a grenade** action. It cannot be counterattacked.



A **smoke grenade** has a range of 8 circles. Place the token in the target circle with 2 smoke tokens on top of it; all circles sharing a path with that circle are filled with smoke.

Any character standing on such a circle can only attack adjacent targets, and rolls **2 fewer dice on all attack rolls**.

This effect lasts for the remainder of the turn in which they are thrown, and for the next 2 turns.

In each **refresh tokens** step, remove any smoke grenade tokens without smoke tokens on top of them, then remove one smoke token stacked on top of each smoke grenade token.

Injury and Death

Each wound a character suffers dials his health indicator down by one row. If the token is moved below the last row, the character dies.

Command Points

Each side has a pool of **Command Points** (CPs) that are refreshed each turn.

During a single activation, a player may not spend CPs for the same effect more than once (however, multiple different characteristics can be increased by the spending of 1 CP each).

Command Points can be used to:

Re-roll Setup or Initiative rolls The losing player of the roll may spend 1 CP to re-roll; the second result is final.

Buy MPs Add 1 MP to a character during his activation.

Place a character on overwatch Spend 1 CP to place a character on overwatch during the *Set Overwatch* step. He may not be activated this turn.

Temporarily increase a characteristic Spend a CP at any time to increase the current value of a character's characteristic by 1, after any modifiers from equipment tokens are applied and before any die roll.

Launch a counterattack A character who survives an attack may spend 1 CP to counterattack the original attacker with his *worst* Combat value.

Extra Ammunition cannot be used to gain an additional counterattack. A counterattack cannot be made in response to a counterattack.

Shake off a wound Spend 1 CP immediately after making a shock roll to shake off a single wound.

Introduce a reinforcement Spend 3 CPs before activating any characters to introduce a Trooper who has already died as a reinforcement, who enters play at the start of the next turn through a legal entry point as normal.

He may be equipped with any of his equipment packs (but no bonus tokens).

Overwatch

A character on overwatch can interrupt an enemy character's activation on any of the following triggers:

The enemy moves onto a circle on the same path (from a circle on the same path or a different path);

The enemy moves onto an adjacent circle;

The enemy announces an action while standing on the same path or on an adjacent circle;

An overwatch attack is always optional. If in response to movement it is resolved immediately after the movement, but before any additional movement or actions. If launched in response to an action announcement, it is resolved before that action.

An overwatch attack is as a normal attack, but the target must be the character who triggered the attack, and weapons with the *Mental* and/or *Heavy* traits may not be used.

If the target is killed, his activation ends immediately. Otherwise, once the overwatch attack has been resolved, his activation continues as normal from the point of interruption. If the announcement of an action triggered the overwatch attack, the character must continue with the announced action; he may not change his mind.

Once a character has launched an overwatch attack, he is no longer on overwatch, may not launch another overwatch attack that turn, and may not be activated normally.

Each of a character's action announcements and movements between adjacent circles may only trigger one overwatch attack him, no matter how many nearby characters are on overwatch.

Voivodes

Voivodes are chosen in pairs: A and B must be chosen as a pair, and C and D as a pair; each pair takes up the slot of a single trooper and has 2 equipment slots. They may only be chosen by a player also choosing **Zor'ka**.

Voivodes are destroyed after taking 1 wound; replace the miniature with the corresponding *destroyed Voivode* token.

Voivodes are activated in pairs, A with B or C with D. Address both the movement and action of one Voivode before the movement and action of its mate. Otherwise, each activation is carried out in the same way as any other character's activation. The mate of a destroyed Voivode is activated on its own.

Whenever Zor'ka sustains one or more wounds (after any shock roll has been made), **one** wound may instead be assigned to a Voivode that shares a path with Zor'ka.

Voivodes have the *Weapon* and *Hand-to-Hand* traits intrinsically; they do not need another weapon in order to roll 4 dice in melee combat.

CPs may not be spent on behalf of a Voivode.

Voivodes are not affected by the presence of smoke tokens or Smoke Grenades, or Liturgies.

Voivodes may only re-enter the game as reinforcements in pairs: A with B and C with D. Any corresponding *destroyed Voivode* token is then removed from the board.

Voivodes may not pick up or be handed equipment tokens by other characters and cannot search crates. They can, however, pick up and use flags and other equipment-like tokens that do not require an equipment slot.

Simplified Pathfinding Movement

In *Operation: Hinansho* maps, if a character is moving out of a circle, he may move onto a circle that is within the reach of the character's base.

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Covert Circles



Any character in a **covert circle** may target another character (even out-of-path) in a circle with a sniper icon matching the color of the covert icon.

Any character in a covert circle may target another character (even out-of-path) in a circle that matches the color of the outer targeting icon.

A character in a covert circle can be targeted by any character that he can target. However, any attack rolls made against a character in a covert circle are only successful on a Natural 10.

Grenades thrown from a covert circle using its ability do not bounce. Grenades targeting a covert circle follow normal rules for grenades.

Covert tokens may be used if all players agree, and follow the same rules as covert circles. A character in the hidden sniper circle can shoot at the corresponding circles highlighted in green on the *Catcombs* and blue on the *Tesla Priory Map*.

Fire



Fire tokens Any character that completes an objective may move up to 4 circles without spending any MPs. After this movement, the fire has been successfully started.

Place 2 Fire tokens on any movement circle adjacent to the completed objective. In each *Refresh Tokens* step, remove 1 Fire token from this stack. Each time a character enters a circle on the same path as a Fire token, he suffers 3 automatic attack successes.

Gate Tokens



Gate tokens may be used if all players agree before choosing their teams. Use 2 full maps with their edges touching, then place one or two gate tokens on the black borders.

All must players agree on which circles these gate tokens share a path. Players may pass from one board to the next by using the gate token as a viable circle.

Any entry points along a board edge that acts as the border between boards are not viable entry points for the game, and should be used as the circles that share the path with the gate token.

If playing with gate tokens, each player can also play with larger teams or 4 players can play with 4 normal-sized teams. A larger team consists of 5 heroes and 4 troopers.

Locked Doors



Locked Door Circles indicate where a locked door token is placed at setup when a scenario calls for them. With no locked door token on them, they may be moved through as normal.

Locked door tokens are placed on locked door circles. A character may not see into or through, or move into or through, a locked door token. Characters may see and move into and through an open door token.

A character in a circle adjacent to a locked door token with the skill icon matching the green skill icon on the token may spend 1 MP to turn it over; the door is now **open**. A character without the matching skill icon may spend 3 MPs to flip the token over.

A character in a circle adjacent to an open door token may spend 1 MP to turn it over. A door may not be closed if another character is in the Locked Door circle.

As an action, a character with the corresponding red skill icon in a circle adjacent to the door token may attempt to **destroy** the token (open or locked).



Reinforced door tokens require the *Mechanics* skill and at least 2 successes on a Mental test.



Wooden door tokens require the *Athletics* skill and at least 2 successes on a Stamina test.

A Grenade may not be thrown onto or through a locked door. If a grenade is thrown into a circle adjacent to a wooden door (locked or open) the token is immediately removed from the game. Once a door token has been removed, the door is open for the rest of the game.



Door tokens with no green skill icons may be opened and closed by any character by spending 1 MP when in an adjacent circle.

These tokens may be used on other maps if all players agree. Each player takes turns placing tokens after all objective tokens are placed. The locked wooden door tokens are for use on the *Castle Ksiaz* map.

Moving Platforms



Moving Platform circles can only be entered or moved through using a **platform token** and are deactivated at the start of the game.

A character may place the platform token on the platform circle by spending his action while on any adjacent circle. He then continues with his activation normally.

Any character adjacent to a platform token may ride the platform at no action or movement cost. Move the character to any circle adjacent to the platform circle on the opposite side of the map and place the platform token in the adjacent platform circle.

He may then continue with his activation normally.



One-Way Circles

The green arrow indicates the only direction of travel or attack permitted by the one-way circle.

Precarious Circles



Precarious circles are normal movement spaces, but no character may end his movement on one, no figure may be forced onto one, and no tokens may be placed on one.

Secret Doors



Secret door tokens can be used in any game mode (if both players agree) to connect distant locations on the board.

2 or 4 secret door tokens are placed immediately on Action circles after choosing a board. Each player places an equal number; roll a die to see who places first, then alternate. New doors must be placed at least 6 circles away from those previously placed. Crates may not be placed on an Action circle with a secret door.

Declare at the beginning of a character's activation that he intends to use a secret door. He must use his worst roll of characteristic values during his activation, when he is allowed (not required) to move through secret doors. He stands adjacent to any secret door token, spends a MP, and moves to any movement circle adjacent to any other secret door token, at no action cost. If the destination is a Movement modifier circle, the modifier applies.

A character may pass through secret doors as many times in a turn as he is able, but he cannot 'leave the board' through secret doors.

Sniper Circles



Any figure standing in a **sniper circle** may target any figure (even out-of-path) in a circle with a matching colored sniper icon.

Grenades may also be thrown into circles targeted this way (they may not bounce).

Volatile Circles



Volatile circles may be targeted even if there is no character in the circle. If the attacking character is adjacent, any successful attack roll activates it; otherwise, a natural 10 activates it.

If a grenade is thrown adjacent to or into a volatile circle, follow normal rules for grenades. In addition, the player rolls 3 dice: on any roll of 5 or more, the circle activates.



When activated, place a **volatile rubble token** on the circle. All characters in circles sharing a path with the activated volatile circle immediately suffer 3 automatic attack successes, with shock rolls as normal.

Once a volatile rubble token has been placed, the volatile circle can no longer be activated, and the circle is treated as volatile rubble for the rest of the game. Any character that passes through it takes 3 automatic attack successes, in addition to the effects of rubble.

Volatile tokens may be used if all players agree, and follow the same rules as volatile circles. When volatile tokens are activated, all characters in the circles indicated in orange suffer 3 automatic attack successes. Then the token is turned over to become a volatile rubble token.



Game Sequence

1. Refresh Tokens

Both players refresh CPs. Those from the previous turn are lost. Remove last turn's activation tokens. Remove **overwatch** tokens. Remove top **smoke** tokens.

2. Roll Initiative

Each player rolls a die and adds bonuses to determine who has initiative for the turn. The lowest roller may spend 1 CP to re-roll.

3. Set Overwatch

Starting with the player who does not have initiative, players take turns placing their characters on **overwatch** for 1 CP each. Characters on overwatch cannot be activated this turn. This step ends when both players decline *in sequence* to place a character on overwatch.

4. Activate Characters

Players alternate **activating** characters, starting with the player with initiative. An activated character can **move** and take one **action**.

Attack Roll

Weapon Trait	Dice Pool
No Weapon	2 dice
Hand-to-Hand	4 dice
Pistol	4 dice
Mental	4 dice
Automatic	5 dice

Command Points

During a single activation CPs for the same effect may not be spent more than once.

Reroll Setup /Initiative rolls

1 CP for the losing player to re-roll; second result final.

Buy extra MPs

1 CP to add 1 MP to a character during activation.

Place a character on overwatch

1 CP to place a character on overwatch during the *Set Overwatch* step. He may not be activated this turn.

Temporarily increase a characteristic

1 CP to increase a character's characteristic by 1, after any equipment token modifiers and before any die roll.

Launch a counterattack

1 CP to counterattack with *worst* Combat value. *Extra Ammunition* cannot be used. Cannot be made in response to a counterattack.

Shake off a wound

1 CP after making a shock roll to shake off one wound.

Introduce a reinforcement

3 CPs before activating any characters to introduce a dead trooper as a reinforcement, who enters play on the next turn through a legal entry point. He may be equipped with any of his equipment packs (but no bonus tokens).



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